LISTING OF THE CLAIMS

Please amend claim 1 as follows. This listing of claims will replace all prior versions, and listings, of claims in the application.

1.   (Currently Amended)   A graphical user interface comprising:

an editing window;

means for enabling a user to interactively edit in the editing window one or more transformation hierarchies including one or more geometrical transformation operators employing mathematical matrices, wherein a transformation operator provides transformation data as an output, wherein the output transformation data does not include image data;

means for enabling a user to interactively edit in the editing window one or more effects trees including effects operators, wherein at least one effect operator in the effect tree has one or more inputs for receiving transformation data and has a local transformation specification that is combined with the received transformation data; and

means for enabling a user to connect an output of a transformation operator to an input of an effect operator for receiving the transformation data;

a display operable to present the editing window including both the one or more transformation hierarchies and the one or more effects trees to the user.

2.   (Previously Presented)   The graphical user interface of claim 1, wherein an effect operator also has an input for receiving image data and an output for providing the received image data processed according to the transformation data.

3.   (Previously Presented)   The graphical user interface of claim 1, wherein the received transformation data is combined with the local transformation specification of the effect operator as a pre-transform.

4.   (Previously Presented)   The graphical user interface of claim 1, wherein the received transformation data is combined with the local transformation specification of the effect operator as a post-transform.

5.   (Previously Presented)   The graphical user interface of claim 1, wherein transform operators in a transformation hierarchy and effect operators in an effect tree are both kinds of time-varying objects.